BATTLES OF NAPOLEON
Army Building Guidelines

Before you begin building an army for a specific scenario, quite a bit of thought should go into the layout and composition of the army. The leader structure must be defined, the units must be listed out with all of their information, and the names of both the units and the leaders must be considered because of the maximum character limit. Only at this point can you really begin the task of inputting the army into the Editor portion of the program.

The first step should be deciding what the armies involved will look like. Below is a sample of headings that you could put on a piece of paper in order to have the information you will need to enter into the Editor. Not all of the columns of information can be filled out until you have your leader structure defined, which is the next step. Initially, you should fill out all of the information that you can, and then go on to the leader structure.

Here is the heading that you should put on your army design form:

UNIT #   NAME   T1   T2   T3   MEN   SKRM   EFF   MEL   MOD   WPN   NAT   MAX   W/LD   PTR   TURN   X,Y

The columns go as follows: UNIT # is the unit number (0-89 for French and 90-179 for Allied); NAME is the unit name; T1 is Type 1 (as per pg 17 of the Editor Rules); T2 is Type 2; T3 is Type 3; MEN is simply the number of men in the unit; SKRM is the number of skirmishers in the unit (if the unit is to be a Light (LT) unit, this number should be equal to the number of MEN); EFF represents the starting efficiency of the unit; MEL is the melee factor; MOD is the Op Point modifier; WPN is the weapon number; NAT is the nationality of the unit; MAX is the maximum efficiency of the unit, W/LD is the number of the leader (from 0-59) that the unit has attached to it (61 if the unit has no attached leader); PTR is the number of the leader that the unit reports to, TURN is the turn that the unit arrives on the map (units with a TURN of 0 or 1 will start the game on map); X,Y is the x,y coordinate on the map that the unit starts on or arrives as a reinforcement on.

When filling out the form you just created, you should fill out all the columns except the W/LD, PTR, and X,Y columns which you will be able to fill out later, after you have decided on your leader structure and designed the map. After doing this, you should fill out your leader structure using the following heading on a piece of paper:

LDR#   LEADER NAME   ±   SIZE   SUP   1ST#   LST#   W/#   CHR

The columns are: LDR # is the leader number (0-29 for French and 30-59 for the Allied); LEADER NAME is self-explanatory; + is the leader bonus (0-15), SIZE is the leader size (REG, BRIG, DIV, CORPS, or ARMY), SUP is the leader that the immediate superior of the leader in question (see below for example); 1ST# is the first unit in the army that the leader has under his command; LST# is the last unit in the army that the leader has under his command; W/# is the unit number that the leader is attached to; CHR is the number of characters in the leader name (needed so that you will not exceed the maximum character limit).

Example for SUP: If the first 5 french leaders are an ARMY, a CORPS, a DIV, and 2 BRIG leaders with the CORPS answering to the ARMY and the DIV answering to the CORPS and the BRIGs answering to the DIV, then the SUP column would read 61 for the ARMY (as the ARMY leader answers to no-one), 0 for the CORPS leader (who answers to leader 0, the ARMY commander), 1 for the DIV, and 2 for both of the BRIG leaders.

Once this form is filled out, with the exception of the W/# column, you are finished with your leader structure. At this point you should have a relatively clear picture of what you army looks like. Finish up by attaching leaders in the appropriate spots and fill in the last columns. You are now ready to enter the army into the Editor.

RULEBOOK ERRATA:
The Unit Data chart in 20.3 has incorrect data. The Max Eff column is incorrect for all units. The actual number that will appear if the unit is selected is 2 higher than the number listed in the chart. In addition, the Melee column is incorrect. The actual number is 1 higher than the number listed in the chart. The only exception is unit #31 which is 4 *lower* than the listed number.